

INSTRUCTION BOOKLET

Serious Fun™



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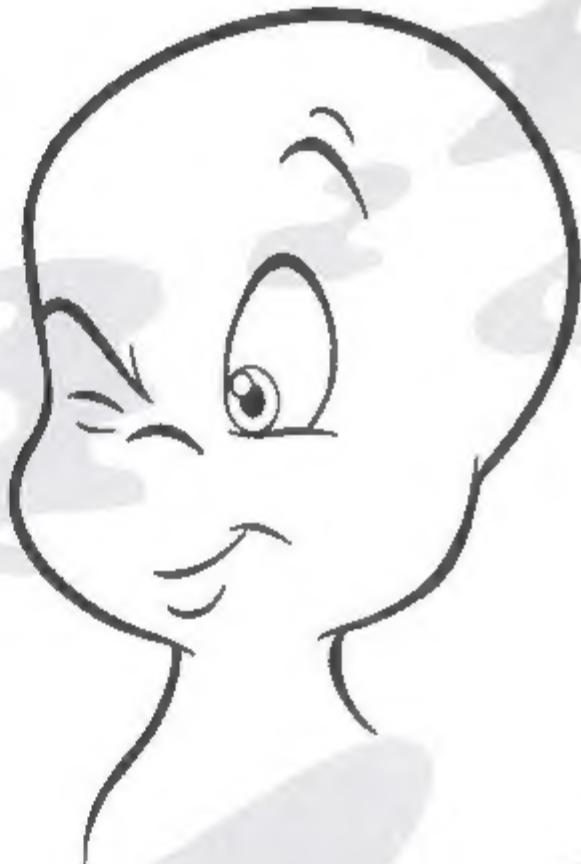
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TM Harvey

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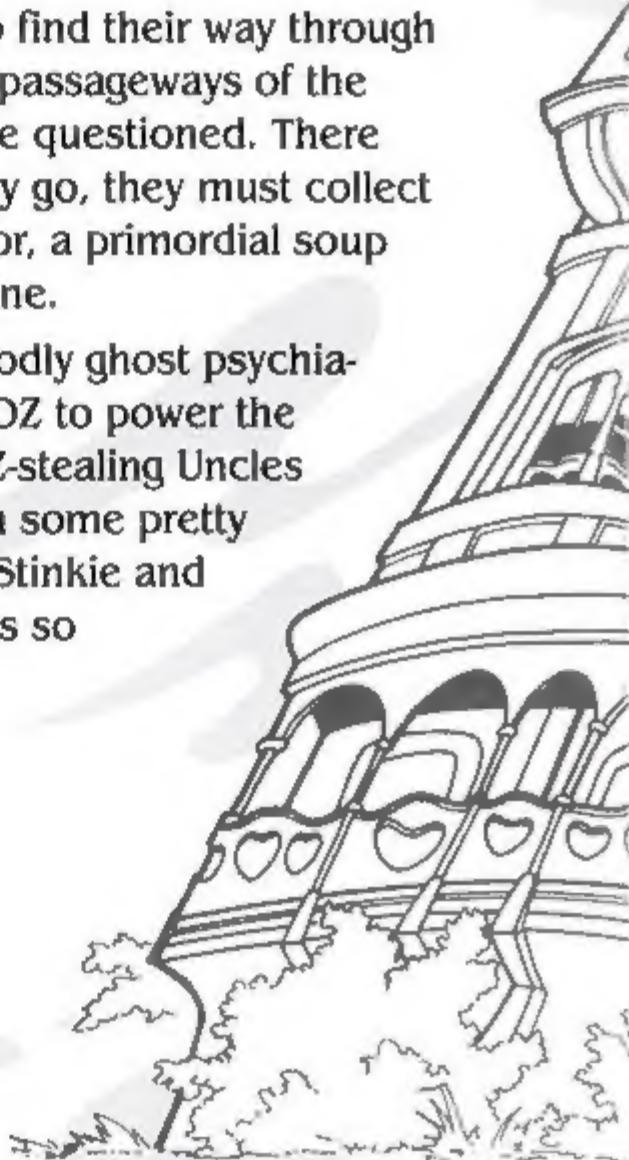
IT'S A G-O-O-GHOST!

THERE'S GRAVE TROUBLE IN WHIPSTAFF MANOR!

Casper's odious Uncles are on the loose. They've turned Kat's dad, Dr. Harvey, into a blithering blob of ectoplasm. Can Casper and Kat bring him back to the land of the living? They only have a ghost of a chance. First they must find their way from the attic of Whipstaff to the basement. The underground lab holds the secret of survival—the Lazarus Machine. This magical contraption can turn ghostly goo into solid muscle.

But first, Casper and Kat have to find their way through the multitude of rooms and secret passageways of the Manor. Every twist and turn must be questioned. There are answers behind mirrors. As they go, they must collect seven capsules of Cellular integrator, a primordial soup mix that powers the Lazarus machine.

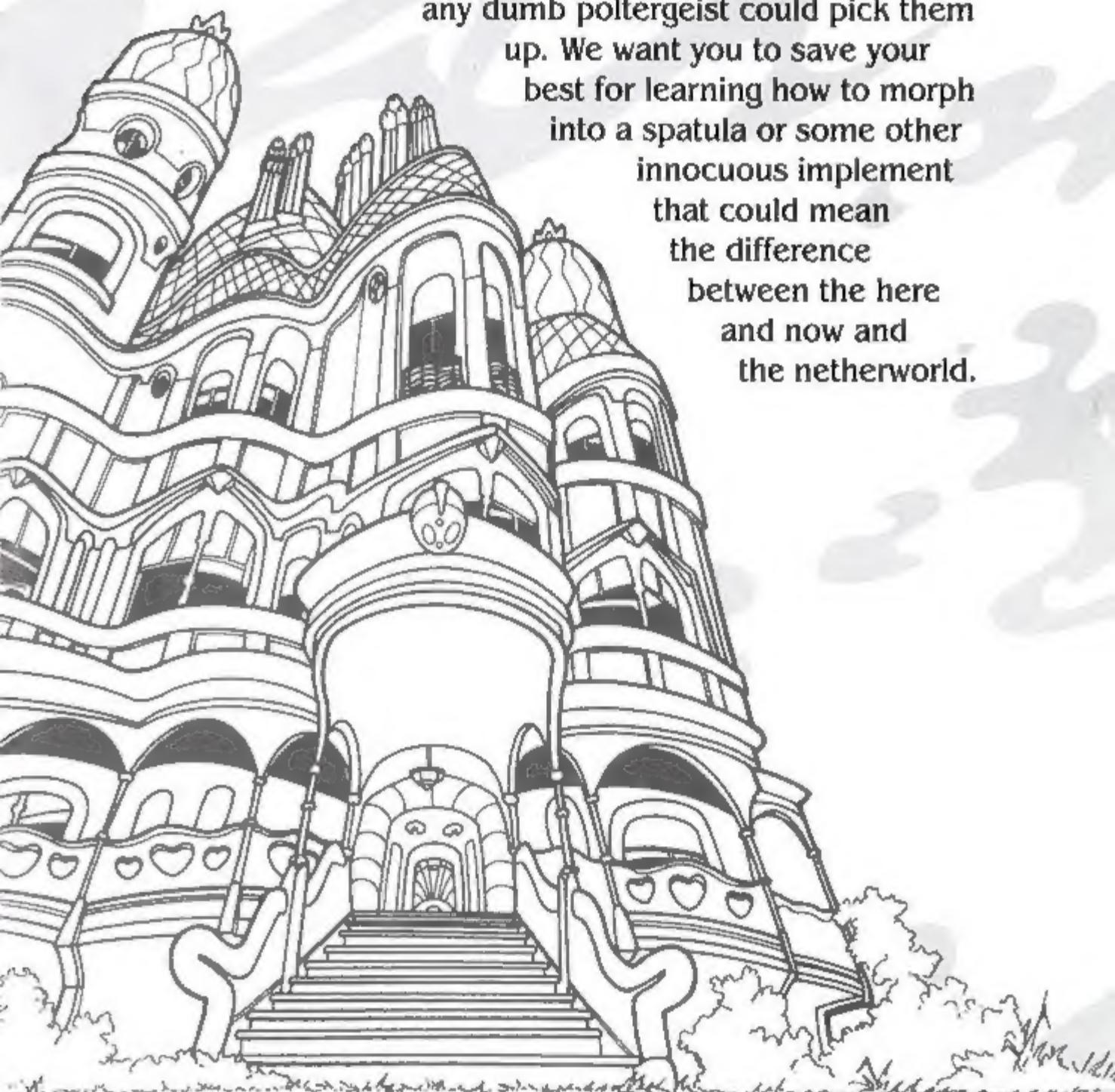
Can Casper and Kat save the goodly ghost psychiatrist? Only if they gather enough OOZ to power the Lazarus machine and beat the OOZ-stealing Uncles along the way. They'll have to learn some pretty spooky tricks to outsmart Stretch, Stinkie and Fatso. G-G-G-get ready. This game is so much fun, it's scary!



THE GHOSTLY MOVES

You don't need much of the gray ectoplasm to get this game off the ground. We saved the scary stuff for Whipstaff Manor. Just plug the cartridge into the Super NES. Turn the power on and BOO! It's party time. Press start.

The controller functions in Casper are so easy, any dumb poltergeist could pick them up. We want you to save your best for learning how to morph into a spatula or some other innocuous implement that could mean the difference between the here and now and the netherworld.





UP: Yup, you guessed it.

DOWN: Right again.

LEFT: Useful for a "stinky" bomb incoming right.

RIGHT: Trouble, incoming left.

A BUTTON: Get serious. Pay attention. This makes you invisible dude. And we don't mean invincible.

B BUTTON: Good for a morph move or a moving morph.

Y BUTTON: Morph into and out of inventory object.

L BUTTON: Check inventory backwards and BE it now.

R BUTTON: Where was that fry pan? Forwards?

START: Pause for a word from the refrigerator.

X BUTTON: Has no function.

m-m-m-morphing

By colliding with an object, Casper can morph into it for self defense. This is a cool trick for getting Casper and Kat safely through the Manor. However, (except with the lightening bolt), to turn into unknown earthly objects (morphing, my friend), he's got to have ectoplasmic power. You've gotta have the OOZ. One downside of the upside of the morph activity is this. Casper uses up ectoplasmic power when he morphs.

Catch our drift? If you run out of gas (OOZ or energy), heeeeeeee's Casper! Visible!

MORPH AROUND THE MANOR

- Pillow:** A feather landing for Kat.
- Rope:** Swings Kat across broken floorboards.
- Balloon:** Kat and Casper rise above it all.
- Lightening Bolt:** Zap through wiring to new haunts.
- Skeleton Key:** Opens locked Manor doors.



DEFENSE MORPHS

Spatula: When the fruit flies—slap it!

Butterfly Net: Books and dishes are outta here!

Water Pail: Splashdown for flying objects.

Electric Fan: Gets you out of hot spots.

Broom: Sweep your way to Kat.

Plunger: Casper can fence with Uncle Stretch.

Wine Jug: Fires projectile corks at Uncle Fatso.

Perfume Bottle: Sweetens Stinkie's halitosis.

Pirate Hat: Put it on for the final encounter.



STINKIE, FATSO AND STRETCH

Casper and Kat are up against some very ornery relatives, and they'd like them at least once (and permanently) removed. The first problem is cards. They're cards all three, and they like to play. Bridge is their card thing.

The poor Dr. Harvey is their fourth. And he's making a bid for freedom. He wants to get back to flesh city. The Uncles are doing their best to keep him where they want him. (Their motives are transparent.) And they are throwing everything in the way of progress back to mortality—literally. All the stuff in Whipstaff Manor is flying all over the place. Not a cobwebbed corner is safe. Even the spiders are in hiding.

Casper has to keep his head or he'll lose it. If he's hit by even one flying object (identified or not) he loses a health tick. We're talking the score. We're talking win or lose. We're talking keep your spirits up or get buried.

Worse yet, if Kat is hit she gets collected by mamma who appears out of who-knows-where and takes her away to another screen that you just went through horrors to get through safely. And you don't want to get dragged sheet backwards through it all over again. So watch your back. Defend Kat and defeat the objects.

BEWARE INANIMATE OBJECTS!

Flying Books: Grab them with the Butterfly net if you can.

Flying Dishes: The same trick may work if you got the knack of it when you checked out the books.

Floating Candelabras: Blow 'em into Casper II with the Electric Fan.

Torches: They float. They flare. They don't like water or pails. They're light bulbs.

Chandeliers: Beware of falling light bulbs. Grab a pail.

Moose/Zebra Heads: Use the water pail to catch flaming breath.

Bowling Balls: Morph into a broom to sweep them away from your friend, Kat.

Halberd: Grab a balloon to sneak past a haunted ax.

Flying Fruit: When the fruit flies, get out the spatula!



MEGA UNCLE TROUBLE

The Uncles are bad news. And they're always just around the next cobweb. They favor some rooms, but don't relax. They appear at the worst moments. Boo! It pays to get to know them just because you'll learn their special tricks. A swirling, miasmic, sulphurous, stinking vapor cloud is a subtle hint that an uncle is about to make a pre-ordained appearance. Unfortunately, you have to deal with it. There's no way over, around or through the uncles even though they look like a bad case of filmy soap scum. You're just going to have to clean up that ring around the tub. Otherwise you won't make it to the next room and the next and the next and the next—get the picture?

Can you keep a secret? Take it to the next world so to speak? You've got to do the morph thing. If you hit an uncle three times, (three boo-boos) you can advance to the next room. Here are a few tips that will give you a little "after life" to keep you in the game.



TRICKS UNCLES PLAY

Stretch: Slings one mean umbrella. Plunger Morph!

Fatso: His bounce has a lot of "BONK." Pull out the Wine Jug and let the corks fly.

Stinkie: If burps could kill.....Perfume bottle, now!

PICKUPS: DON'T GET SPOOKED!

Okay, so you still think you're going to make it all the way from the tippy top of this gross out, gargantuan haunted monstrosity of a mansion all the way down-down-down through untold terrors (we haven't even given you a taste) of the dank, dark, slimy, crawly basement where resides the ancient Lazarus Machine? Huh. Cool. Okay well here are a few things that could help you get to the lab.

Cellular

Integrator:

You have to collect all seven OOZ capsules before you get to the basement. Otherwise, you are Uncle bait.

Baseball Cap:

Good for one health tick.

1-Up:

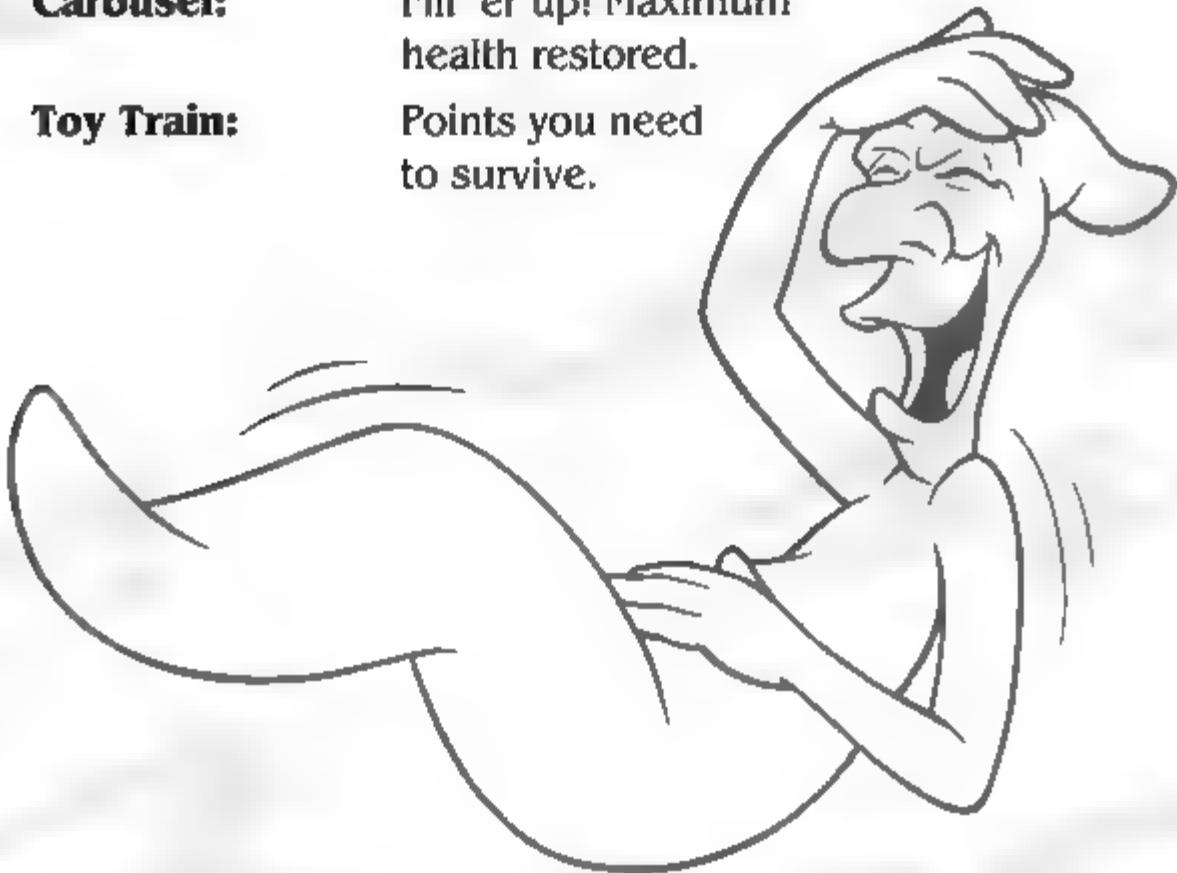
One extra life is yours.

Carousel:

Fill 'er up! Maximum health restored.

Toy Train:

Points you need to survive.



WHAT'S THE STATUS?

HEADS UP! ECTOPLASMIC ENERGY.

If you're getting the shivers and feeling haunted like someone is looking at you from who-knows-where, check this out. It's the status area at the bottom of the screen. Casper's head is where it's at—the status that is. When Casper's head is up and at 'em, you're looking good. As energy gets used up, the head begins to head on doooowwwnnn. Keep Casper looking up by grabbing energy wherever it falls—even from the enemy! And you know who that is. Here Unc, here Unc, Unc, Unc...

HEALTH

Another way to tell how you're hanging in there is to take a look at the name "Casper." Check the screen. Each letter represents one health tick. If you get hit, the letters will begin to darken starting back-end first with "R". When the letters are all dark, things are looking dim—really dim. Like one life is gone.

LIFE

Is your number up? Let the tombstone be your guide. That hunk of granite is a good indication of what the action is in Tombstone City.

INVENTORY

Select your weapon (morphing item) and go for it!

SCORE

Current score.

CELLULAR INTEGRATOR

Displays the amount of Cellular Integrator you have going for you not to mention against the "Uncs."

THE BOSS ENCOUNTER

Hard to believe. You made it through the passageways, the bad breath, the flying objects, the dead ends, the U-turns and all the other scary stuff—with seven capsules of Cellular Integrator. You're in the basement.

Don't relax. There's bad news ahead.



ARE YOU READY?

You are now up against one spooky kook by the name of Carrigan. This blob of amorphous glop is between you and the machine of which we speak. Lazarus, dude. "Yo, ho, ho," that's the main hint for what you need before you can tackle the big bug-a-boo Carrigan. A hat. We're not talking baseball cap. We're talking pirate head gear. In fact, you've got to be a sword swinging, mast munching, high seas drifter yourself to beat Carrigan. Once you get that hat where your hair is, you need to make Carrigan a thing of the past. Morph into a pirate. It's the only way you're gonna have a future.

So, this big blob of ectoplasm floats down and hovers over the Lazarus Machine which is under water. Check out what this mega-ghoul is holding—a treasure chest.

Look out! Incoming green gaseous projectiles! Avoid at all costs. The good news is if these projectiles—the green gaseous ones—land in the water, you collect. You get big ectoplasmic energy. Of course, you have to collect it.



Next problem—Carrigan's eyeballs. Seriously. Energy beams shoot out of Carrigan's eyes. Do not make eye contact. Your only chance is to use your sword to deflect the beams back. Do it with that Pirate Morph we turned you into. If you are successful with the reflect-the-beams defense, Carrigan will try to open the treasure chest to no avail.

Meanwhile, back at the lower right corner of the screen, Kat is crouching waiting for a chance to pop a Cellular Integrator capsule into the Main Machine. To the lower left is Dibs. He's the cheering section. When Carrigan is hit by deflected eye beams and gets frustrated, Kat has a chance to make her big move to fuel the Lazarus. A one capsule deposit will give the Machine a little lift out of the water. But it needs all seven.

Once Kat has fed all seven capsules into the hungry Lazarus Machine, Carrigan will start to shake 'n bake. The treasure chest is conveniently left behind as Carrigan vacates the basement leaving it to the new tenants. All the shaking brings our Dr. Harvey in superb health and human form.



DON'T GET SPOOKED!

Casper can only become invisible or morph when he has ectoplasmic energy.

Casper uses up his energy faster when he's morphed or when he's invisible.

Casper needs to stay on the offensive when he is morphed for his own protection.

If Casper appears transparent, he has wandered off the path Kat wants to take to the basement. Ghosts have no sense of direction! Stick with Kat.

When Casper defeats household objects, he can collect their energy.

Access the exterior of Whipstaff Manor by floating Casper beyond the edge of the interior Manor maze.

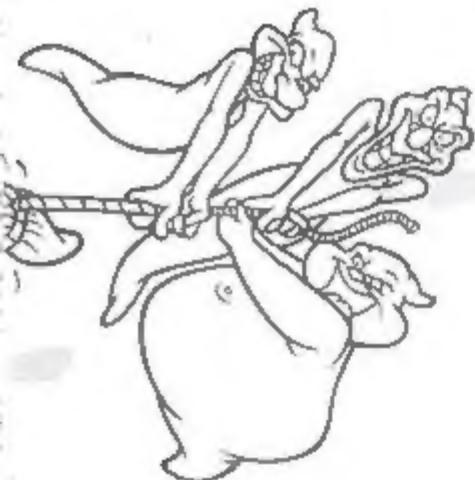
Get around Whipstaff on the outer walls by going through the wiring.

Passageways may be hidden behind mirrors.

When Casper enters the Boss encounter, all of the inventory items will be removed from his list except for the rope.

HAPPY HAUNTING

Good luck. Keep your cool. Remember to do your many morph tricks. And watch for secrets along the way.



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